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PC Bates - ACM Transactions on Computer Systems (TOCS), 1995 - portal acm.org

Page 1. Debugging Heterogeneous Distributed Systems Using Event-Based Models ... We describe a high-level debugging approach, Event-Based Behavioral Abstraction (EBBA), in which debugging is treated as a process of creating models of expected program behaviors and ...

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... program visualization with object and sequence diagrams using the Java **Debug** ...

R Oechsle, T Schmitt - Software Visualization, 2002 - Springer

... Other facts about attribute transitions are: Transitions can be dynamically added to the tree of transitions and removed. It is thus possible to start and stop animations. ... These views, which do not require user intervention, are typically used for testing and debugging software. ...

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Coca: An automated **debugger** for C

M Ducassé - Proceedings of the 21st international conference on ..., 1999 - portal.acm.org ... ABSTRACT We present Coca, an automated debugger for C, where the breakpoint mechanism is based on events related to language constructs. ... Users can specify precisely which events they want to see by specifying values for event attributes. ...

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[PDF] A dataflow approach to event-based debugging

RA Olsson, RH Crawford, WW Ho - Software - Practice and Experience, 1991 - Citeseer

... In general, however, such dependencies are considered bad **debugging** style. ... When either 'push or 'pop is activated, the current value of stack_pointer is recorded in its attribute 'stack_p (using the event set-attribute command), which is then passed to 'push pop. ...

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Some requirements for architectural support of software **debugging**

MS Johnson - ACM SIGPLAN Notices, 1982 - portal.acm.org

... Time efficiency results from the user's desire for fast response. Although the user is willing to trade off execution time for good debugging functionality, the user will dispense with the debugger psu.edu (PDF)

if it runs too slowly. An important architectural attribute that implements this ...

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A theory of **debugging** plans and interpretations

R Simmons - Proceedings of the Seventh National Conference on ..., 1988 - aaai.org

... The repair stratesy is to insert an event occurring between tl and t2 that can affect the **attribute** in such a way as to achieve the desired (regressed) value of the **attribute** at time t2. For example, the **debugger** proposes replacing the assumption CWA(SSI.orientation, Tilt2.end. ...

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Program instrumentation for **debugging** and monitoring with AspectC++

D Mahrenholz, O Spinczyk, W ... - The Fifth IEEE ... - doi.ieeecomputersociety.org

... Figure 7. Monitor object lifetimes "Common **Debugging** Aspects Library" that includes a col- lection of predefined **debugging** aspects that only have to be applied to a set of classes when needed. This aspect works very simple. It adds an inner class and an **attribute** of this class ...

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Debugging concurrent Ada programs by deterministic execution

KC Tai, RH Carver, EE Obaid - IEEE transactions ..., 1991 - doi.ieeecomputersociety.org ... affect the corresponding entry's COUNT **attribute**. For pseudo ... completion. Defining additional types of synchronization events provides more **debugging** information, but also increases the complexity of collecting the information. The ...

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Debugging temporal specifications with concept analysis

G Ammons, D Mandelin, R Bodik, JR ... - Proceedings of the ACM ..., 2003 - portal.acm.org ... This definition is flexible because the FA can be varied; it is also intuitive, be- cause the user is **debugging** a specification that is itself expressed in terms of an FA. The definition also enables our use of concept analysis, which clusters objects with discrete **attributes**. ...

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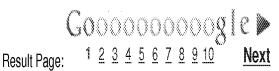
sdmLinfo (PDF)

Applying algorithm animation techniques for program tracing, debugging, and ...

S Mukherjea, JT Stasko - ... of the 15th international conference on ..., 1993 - portal.acm.org

... Lens also supports saving animation com- mands bet ween sessions, so that program **debugging** can be resumed at a later time using the same anima- tion context. 459 Page 5. Object **Attribute** Specification(s) . Line Rectangle Circle Text Object array Position 5", Ize Position ...

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